CAPCOM©
PREMIER
WORLD-WIDE
ARCADE GAME
DESIGNER

Nintendo ENTERTAINMENT SYSTEM™

Printed in Japan

NES-GG-USA

GHOSTS 'N GOBLINS™

CAPCOM©

GAME PAK INSTRUCTIONS

A Special Message From Captain Commando!

Thank you for selecting fun-filled **GHOSTS 'N GOBLINS™** . . .one of the exclusive family computer video games from the **Captain Commando "Challenge Series."**

GHOSTS 'N GOBLINS™ created by CAPCOM©. . . premier world-wide arcade game designer. . . features colorful state-of-the-art high resolution graphics.

This high quality game pak is Licensed by Nintendo® for Play on the

Nintendo ENTERTAINMENT SYSTEM™

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SAFETY PRECAUTIONS

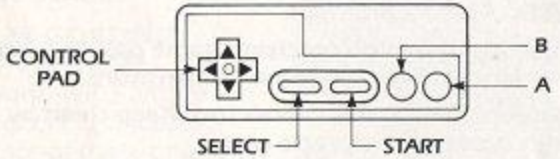
Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater game satisfaction over a long period of time.

SAFETY PRECAUTIONS

1. **Avoid subjecting this high precision game pak to extreme temperature variances. Store at room temperature.**
2. **Do avoid touching terminal connectors. Keep clean by inserting game pak in protective storage case.**
3. **Never attempt to disassemble your game pak.**
4. **Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.**
5. **For best results, play the game a distance away from your television set.**
6. **Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your game pak.**

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller *1 — Moves Knight in 1 or 2 player game.
Controller *1 — Moves Knight in 1 or 2 player continuation game.



Control Pad
Each tip imprinted with letter to show direction or movement:

Four Separate Action Tips
Pressing any of four tips creates direction of **Knight** movement:

- ◄ **Knight** moves left
- ► **Knight** moves right
- ▲ **Knight** climbs up stairs
- ▼ **Knight** decends stairs or ducks down

HOW TO PLAY

Our beautiful **Princess** is kidnapped. Her lover, the **Knight**, armed with five different weapons, must pass through seven guarded gates to successfully rescue the princess.

The **Knight** needs your skill to rescue the **Princess** to cunningly maneuver escape from Hades, land of the enemies.

SELECT Button

Press SELECT to move asterisk (*) next to title of game you wish to play.
* This button does not function while playing game.

START Button

Pushing this button starts the game you selected.

To Pause

Press START Button whenever you choose to pause while actively playing the game. A pause tone will be heard and game will be interrupted.

To resume game playing where you left off, press START Button again.

★ Button "B":

Enables Knight to hurl up to five different weapons to destroy the enemy.

★ Button "A":

Makes Knight jump and leap to avoid enemy attacks.

★ Each Controller has a cross-shaped Control Pad. Pressing any of the four tips produces separate action by the Knight.

HINTS ON GAME PLAY

There are 7 gates and at the end of each gate is an evil demon. Once this evil demon is killed, a key will fall out of the sky. This key opens the next gate. At the 7th and final gate you must do battle with the Devil in hand-to-hand combat. If you win, the beautiful **Princess** is saved.

When the **Knight** is hit on his suit of armor, he loses his suit of armor. The 2nd hit kills the **Knight.** You control the **Knight** with a 4-way control pad; to climb ladders, run forward or backwards, and to duck down to avoid the evil demons. The **A** and **B** buttons on the control pad are used to **A)** jump and **B)** throw weapons. If you push **A** then **B** immediately afterwards, the **Knight** will throw the weapon while jumping. If you use the control pad in the down position with the **B** button, the **Knight** will duck down and throw weapons.

HINTS ON GAME PLAY

Throughout each scene there are Jars which hide 5 different weapons — Javelins, torches, swords, axes, and crosses. When the game begins, the **Knight** is armed with a javelin.

Javelins —when thrown, they continue off the end of the screen.

Torches —when thrown, they form an arc and continue burning. When they hit the ground, if there are two fires burning you cannot throw another torch until one burns out.

Sword —same as javelin but with more speed.

Axe —they also form an arc when thrown.

Cross —when thrown they fly straight and stop the enemies' attack.

HINTS ON GAME PLAY

Our beautiful **Princess** is kidnapped. Her lover, the **Knight** in his shining armor, is armed with five different weapons. The **Knight** must pass through seven gates, each guarded by an evil demon. As the **Knight** destroys the evil enemy demons, a key appears from the sky. This key opens the next gate.

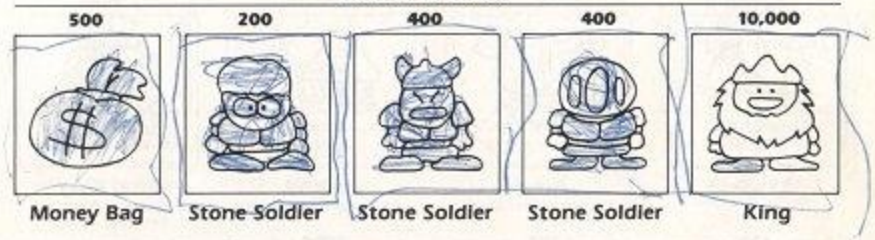
At the 7th and final gate, your skill enables the **Knight** to engage in hand-to-hand combat with the Devil. Defeat the Devil and the beautiful **Princess** is rescued.

Each time the **Knight** is hit with enemy firepower, he loses his suit of armor. The 2nd straight hit kills the **Knight.** Throughout every scene there are jars which hide the 5 different weapons for the **Knight.**

BONUS CHARACTERS

Bonus: found on the ground or will come out of the enemy's jars.

Bonus Points Earned



HIDDEN CHARACTERS

3 - 4 characters on each stage

★ **How they appear varies and some can kill the player.**

★ **They appear when the player passes certain areas, jumps from different levels, or shoots at the walls.**

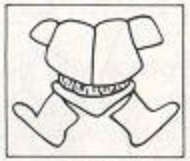
HIDDEN CHARACTERS

Points Earned

5,000

Yashici

0



Armor
The player has armor.

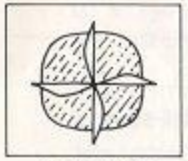
0

Extend
Adds one more player.

100

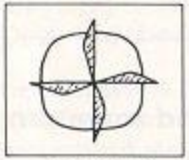
Frog King
When caught, becomes a frog.

100



Time (Inc.)
Increases your life by 30 sec.

100



Time (Dec.)
Decreases your life by 30 sec.

2000

Magician
The player becomes a frog when he casts his spell.

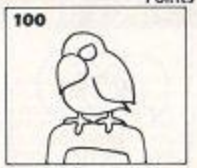
ENEMY CHARACTERS

Points Earned

200

Zombie
He comes out of the ground and tries to walk over the player.

100



Raven
It stands on a tombstone and flies at the player.

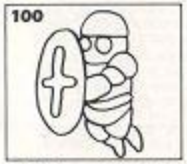
100

Green Monster
It shoots with its mouth open.

1000

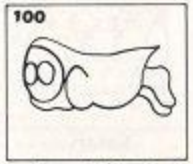
Red Devil
It moves so quickly that it can avoid your shots. You need 3-4 shots to kill him.

100



Flying Knight
He flies up and down. Since he has a shield you can not kill him from the front.

100

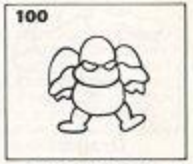


Forest Ghost
It appears suddenly in the air and throws spears.

2000

Unicorn
It attacks while jumping and shooting. He needs 10 shots to be killed.

100



Blue Demon
It comes out of post holes. After flying in the air for a while, it attacks the player.

ENEMY CHARACTERS

Points Earned

100

Petite Devil

It comes out of the windows and flies toward the player. It attacks very quickly.

2000

Big Man

He guards the house. He shoots sideways and downwards. You need 10 shots to kill him.

100

Bat

It flies down from the ceiling.

300

Tower Monster

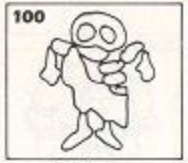
It shoots out of both faces. When its face is red, you can kill it with 4 shots.

Dragon

It consists of a head and 8 bodies. It can fly in the air and breathes fire balls. You need 8 shots directly on its head to kill him.

Head: 1000
Body: 200

100



Skeleton

First you see the head and then the whole body appears.

3000

Satan

It moves very quickly. When his wings are closed, shooting him will not kill him. He will die with 8 shots only when his wings are open.

The Devil

He shoots out of both mouths. You need to shoot the upper face 10 times to kill him.

1st round: 10,000
2nd round: 20,000

90-DAY LIMITED WARRANTY CAPCOM GAME PAKS

90-DAY LIMITED WARRANTY:

Capcom U.S.A., Inc. ["Capcom"] warrants to the original consumer that this Capcom Game Pak ["PAK"] (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling: Outside California State (800) 843-4632, or Inside California State call: (408) 745-7081. Our consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Capcom U.S.A., Inc.
Consumer Service Department
1283-C Mountain View/Alviso Road
Sunnyvale, CA 94089

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted above. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to Capcom U.S.A., Inc. Capcom will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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